MONSTERS & BOYS WITH BLUE HAIR!

sonic the comic

95p

Number 9 September 18th 1993

Britain's OFFICIAL SEGA COMIC Every Fortnight

starring SONIC THE HEDGEHOG

ROBOTNIK RULES!

WONDER BOY'S LAST STAND!

PLUS!

STREETS OF RAGE

KID CHAMELEON

SEGA Archive

MEGA-SPECIAL PREVIEW: SONIC CD!

CONTROL Zone

Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

Welcome Screen

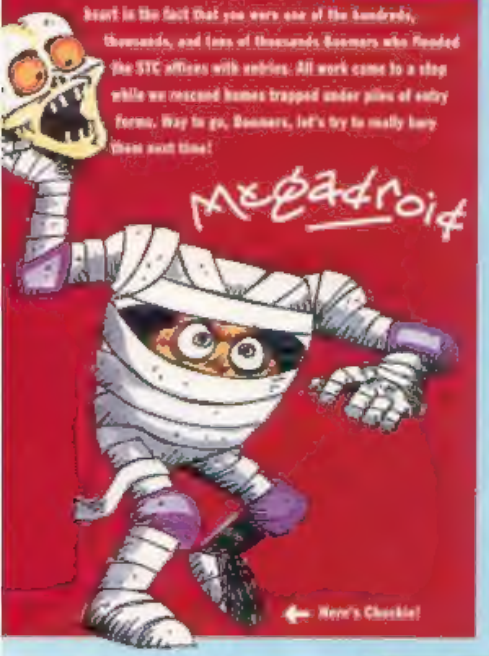
Hey Boomers!

The horror! The ugliness! The brutality! The lousy jokes! Head for the hills, Chuck D. Head - that seriously strange star of the wonderfully weird Mega Drive game Oscar Arrace - is coming to STC, next issue! Boomers of a nervous disposition - or those with any sense of good taste - are advised to close their eyes for the next six issues. The rest of you, get those orders for STC in now! True weirdness starts in two weeks!

The start of another new STC series sadly means we have reached the end of an older one. This time it's so long, farewell, and thanks for all the demons to Winnie Bar. However, Shion's departure is not a permanent one. There are many more worlds for him to explore, and already the script and art homes are hard at work chronicling his next trip to - Ghost World! What lies there? Not what you'd expect. That's all I can say for now.

Meanwhile, those of you who've been chewing your nails (how can you humans chew on parts of your anatomy?) waiting for the results of STC's Grand Opening Comps - not to mention our first freebie on STC 3 - the agony is over. The results of both these items appear in this issue. If you haven't won anything, take heart in the fact that you were one of the hundreds, thousands, and tens of thousands Boomers who flooded the STC offices with entries. All work came to a stop while we rescued humans trapped under piles of entry forms. Way to go, Boomers, let's try to really bury them next time!

Megadroid



Here's Chuckie!

Holiday Hedgehogs

Schools in the Bournemouth/Poole area had hedgehogs on the brain earlier this summer. They were taking part in a special competition to coincide with the opening of the new Sea World games centre in Bournemouth (see News Zone this issue).

Armed with data from the British Hedgehog Preservation Society, enthusiastic pupils drew pictures and comic strips based on the theme of 'Hedgehogs on Holiday'.

There were two categories to the competition; a poster competition for the under 8's, and a comic strip competition for the under 12's. Prizes up for grabs included Sonic baseball jackets, Sega kites, badges, posters and free tickets to the VIP launch party of Sega World.

Chris 'Big Breakfast' Evans was at Sega World on Saturday 31st July to present the prizes. Winners Robbie Blight of Courthill First School, Poole, for the under 8s, and Louise Smith-Childs of Kingsleigh Junior School, Bournemouth, for the under 12s, each won Sonic baseball jackets, plus £150 for their schools.

Hedgehog on its hole: winning pic from Robbie Blight

Sega Shows Off

Check your diaries, Boomers. The place to be this November is Olympia in London, and the event to be at is the second Fersum Entertainment Show.

If you have any interest at all in video and computer games, this is the show that will have you drooling on the carpet. The big games and big names will all be on display between 11th and 14th November.

Our pals at Sega, not unexpectedly, will be there in force. They're not saying much about their plans at the moment, but one thing's for sure, you'll have a chance to try out the newest, hottest games on the Sega systems - and maybe a few you don't even know about yet!

Other FES attractions will include the grand final of the National Computer Games Championships (£10,000 for the winner!), Channel 4's GamesMaster show, broadcasting live from the FES on the opening day and Radio One FM's Roadshow, broadcasting live from Olympia every day.

This year's Fersum Entertainment Show will be an all-ticket event, so you will have to book in advance. People booking for the Friday, will each receive a special preview ticket to the new Disney animation blockbuster Aladdin.

So make a date for 11th - 14th November, Boomers, and keep watching STC for more details of the FES.

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- **Publisher:** Chris Power

Published every other Saturday by Fleetway Editions Ltd, Spenser House, 25/31 Tavistock Place, London WC1H 9SU. Tel: 071 344 4400. Sonic The Comic must not be sold for more than the selling price shown on the cover. Printed in Great Britain by Nacoman Ltd, Peterborough. Colour printed by Spectrumode Reliance Printers Ltd, Colchester. Origination by David Bruce Graphics Ltd, London. Copyright © Fleetway Editions Ltd, 1993. Copyright © Sega Enterprises Limited. Licensed by Copyright Promotions Limited. Reproduction without permission strictly prohibited. Competition begin completion: Closing Magazine Marketing, Sandwich Road, West Drayton, Middx. UB7 7QZ. Tel: 0895 445015. Advertising enquiries: Kim Kinnear, Tel: 071-344 4400. ISSN 0969-3041.

The Sega Charts

All the chart action for all the Sega systems - in every issue of STC.

up | down | new mover | new entry | re-entry

MEGA DRIVE

1 — JUNGLE STRIKE
2 — MICRO MACHINES
3 NEW BUBSY THE BOBCAT
4 ▼ COOL SPOT
5 — PGA TOUR GOLF 2
6 ▲ FLASHBACK
7 ▲ MOONWALKER
8 ▼ ECCO THE DOLPHIN
9 ▼ SUPER KICK OFF
10 ▼ SONIC THE HEDGEHOG 2

MEGA CD

1 — NIGHT TRAP
2 — FINAL FIGHT
3 ▲ JAGUAR XJ220
4 — SHERLOCK HOLMES
5 ▼ ROAD AVENGER
6 ▲ AFTERBURNER 3
7 ▼ ROBO ALESTE
8 — TIME GAL
9 ▼ PRINCE OF PERSIA
10 — BLACK HOLE ASSAULT

MASTER SYSTEM

1 — SONIC THE HEDGEHOG 2
2 ▲ ASTERIX
3 — G-LOC
4 ▼ MICKEY MOUSE 2
5 ▲ LEMMINGS
6 ▲ THE NINJA
7 ▲ TOM & JERRY
8 ▲ CHAMPIONS OF EUROPE
9 ▲ OLYMPIC GOLD
10 ▼ DOUBLE DRAGON

GAME GEAR

1 — SONIC THE HEDGEHOG 2
2 — MICKEY MOUSE 2
3 — LEMMINGS
4 — MICK & MACK: GLOBAL GLADIATORS
5 ▲ TAZ-MANIA
6 ▼ STREETS OF RAGE
7 ▲ SUPER MONACO GRAND PRIX
8 ▲ TOM & JERRY
9 ▲ BATMAN RETURNS
10 ▼ TERMINATOR

PENGUIN ELSPA > CHARTS < GALLUP

OKAY SONIC, THIS IS WHERE YOU GET OFF!

HURRY IT UP GUYS! I'VE GOT TO GET BACK TO THE SPECIAL ZONE BEFORE ROBOTNIK REALISES WHAT I'M UP TO!

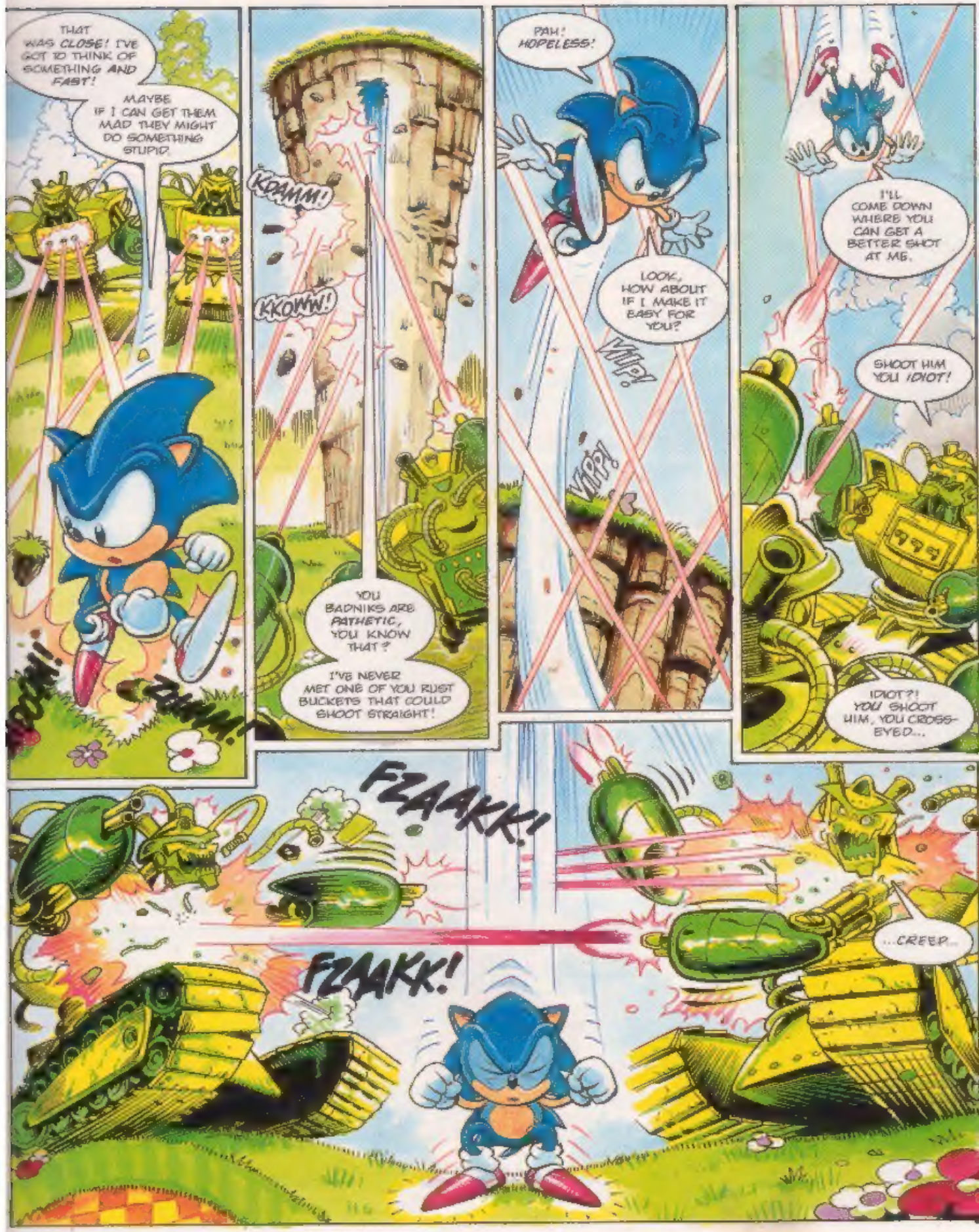
I DON'T GET IT, PAL. YOU SAID THAT ROBOTNIK HAD TAKEN CONTROL OF EVERYTHING IN THE SPECIAL ZONE, INCLUDING YOU...

SO HOW COME YOU WERE ABLE TO DISOBEY HIM AND LET US GO?

*SEE LAST ISSUE'S GREAT SONIC STORY – MEGADROID.

Script: Nigel Kitching Art: Richard Elson Lettering: Elitta Fell

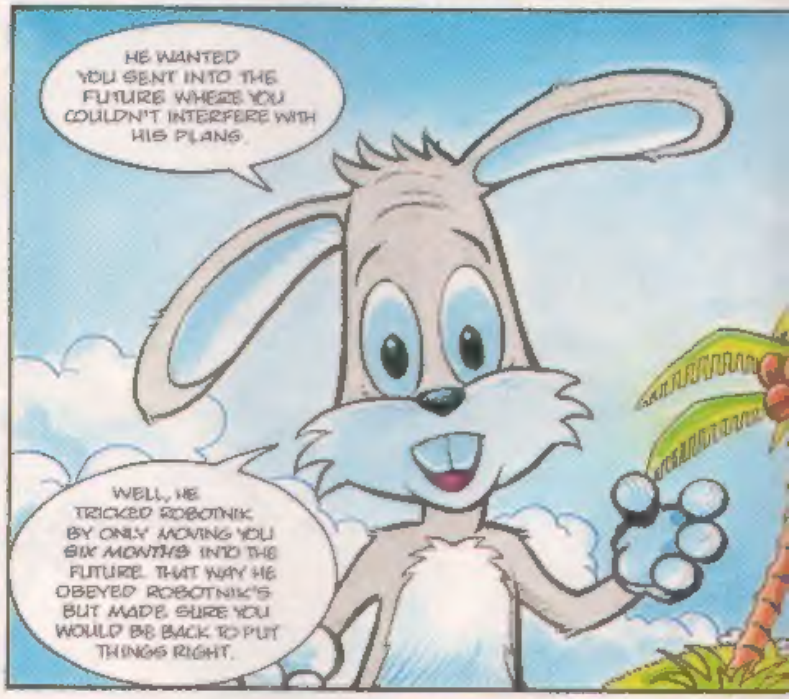
WELL, ROBOTNIK'S ORDERS WERE A LITTLE SLOPPY AND NOT VERY SPECIFIC. HE SORT OF TOLD ME TO GET RID OF YOU...
AND, ER... TO BE HONEST, I DIDN'T ACTUALLY DISOBEY HIM...
HUH? WHAT ARE YOU TALKING ABOUT?
LOOK, I REALLY GOTTA GO...
UH, S...SONIC, I THINK THERE'S SOMETHING YOU OUGHT TO SEE...
BADNIKS!
THIS AREA IS OFF LIMITS. THE PENALTY FOR TRANSGRESSION IS DEATH!
THE PENALTY FOR EVERYTHING IS DEATH, AS A MATTER OF FACT.
YAAAA!
BOOM!
BOOM!
TAKE COVER EVERYONE. I'LL HANDLE THIS!
S...GOOD IDEA, SONIC!
I'VE NEVER SEEN BADNIKS LIKE THOSE BEFORE!
SUPER SPIN ATTACK!
KRUNCH!
HEY! THESE BADNIKS ARE TOUGH!


THAT WAS CLOSE! I'VE GOT TO THINK OF SOMETHING AND FAST!
MAYBE IF I CAN GET THEM MAD THEY MIGHT DO SOMETHING STUPID.
KDAMM!
KKOWW!
YOU BADNIKS ARE PATHETIC, YOU KNOW THAT?
I'VE NEVER MET ONE OF YOU RUST BUCKETS THAT COULD SHOOT STRAIGHT!
PAW! HOPELESS!
LOOK, HOW ABOUT IF I MAKE IT EASY FOR YOU?
YIIP!
YIIP!
I'LL COME DOWN WHERE YOU CAN GET A BETTER SHOT AT ME.
SHOOT HIM YOU IDIOT!
IDIOT?! YOU SHOOT HIM, YOU CROSS-EYED...
FZAAKK!
FZAAKK!
...CREEP...

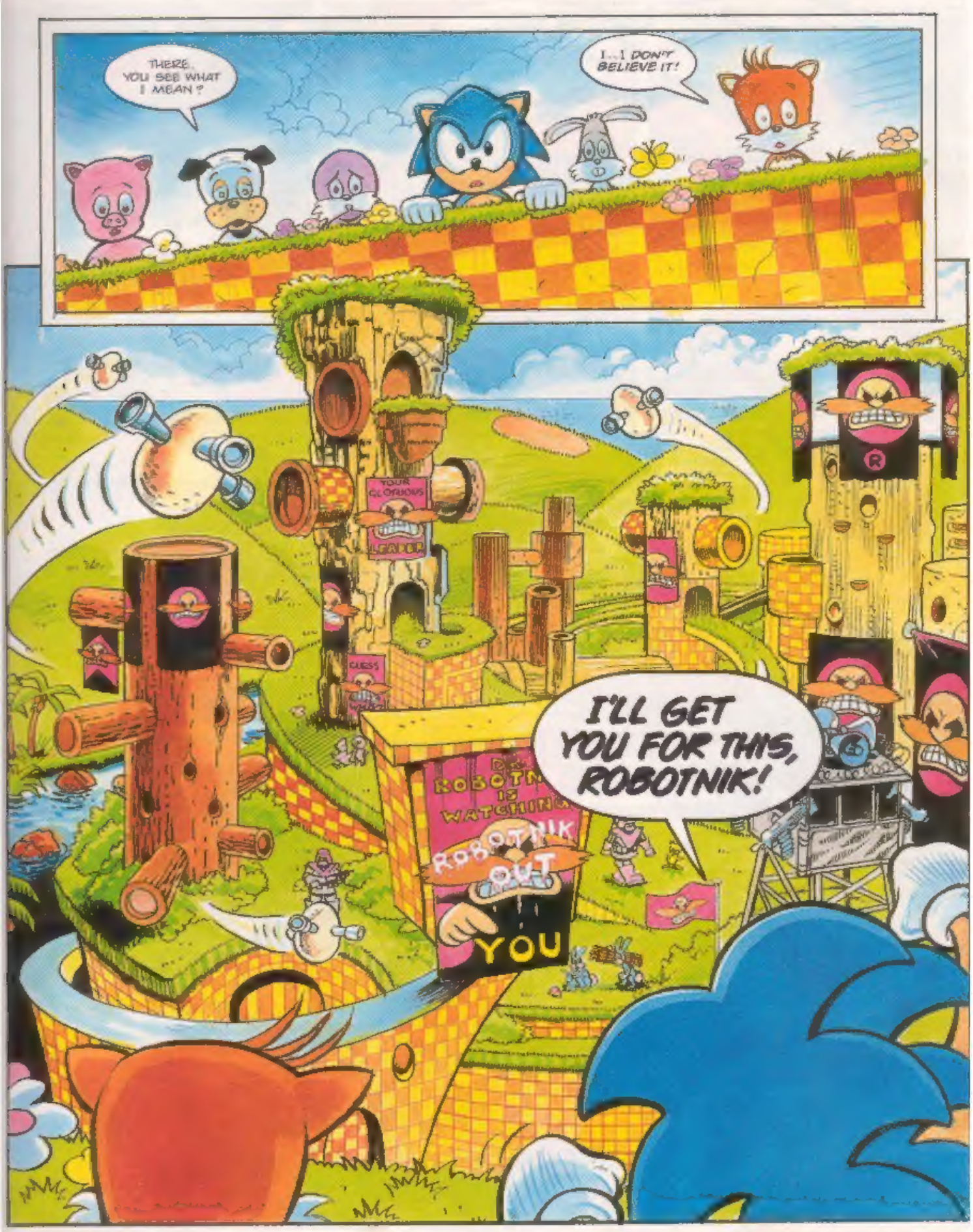
YOU GUYS CAN COME ON OUT, YOU'RE FREE. YOU OKAY?
J-JUST A LITTLE SHAKEN.
SONIC! IS THAT YOU?

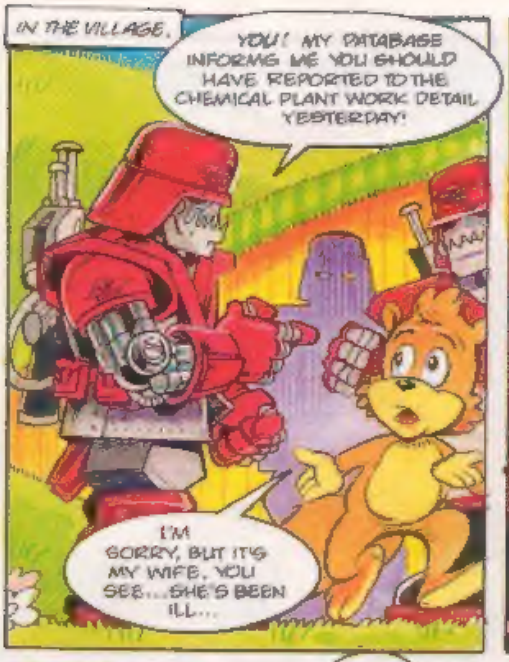
COURSE IT'S ME. HOW MANY COOL BLUE HEDGEHOGS DO YOU KNOW?
BUT SONIC, WHEN YOU VANISHED SIX MONTHS AGO, WE ALL THOUGHT YOU WERE DEAD!

'VANISHED!' WHAT ARE YOU GUYS TALKING ABOUT? IF THIS IS SOME KIND OF JOKE...
HANG ON, SONIC. I THINK I KNOW WHAT MUST HAVE HAPPENED. REMEMBER, THE OMNI-VIEWER SAID THAT ROBOTNIK HAD ORDERED HIM TO GET RID OF YOU.


HE WANTED YOU SENT INTO THE FUTURE WHERE YOU COULDN'T INTERFERE WITH HIS PLANS.
WELL, HE TRICKED ROBOTNIK BY ONLY MOVING YOU SIX MONTHS INTO THE FUTURE. THAT WAY HE OBEYED ROBOTNIK'S BUT MADE SURE YOU WOULD BE BACK TO PUT THINGS RIGHT.

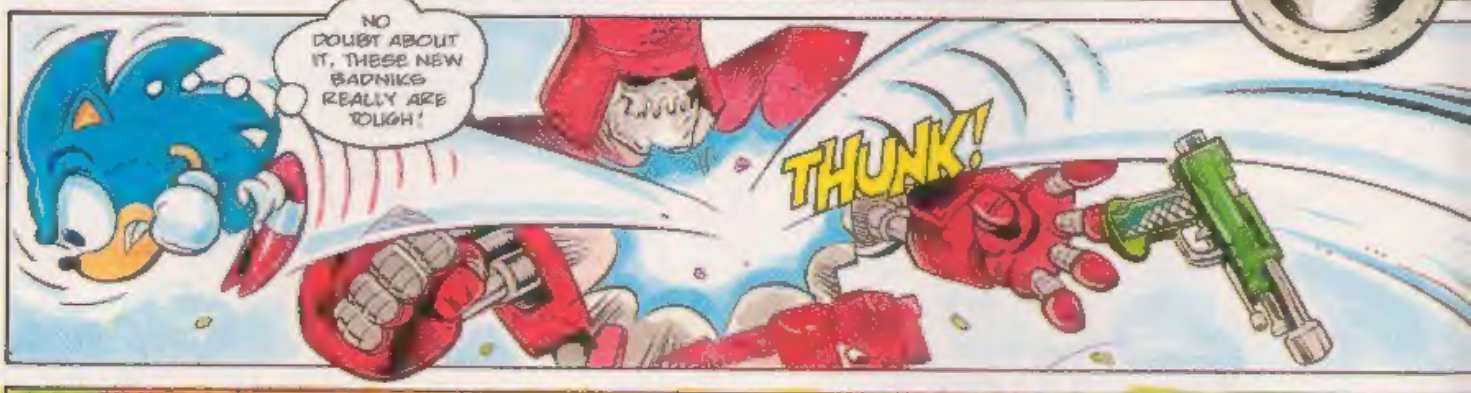
RIGHT! WE'LL START BY CHECKING OUT THE SCENE AT THE VILLAGE!
BE CAREFUL SONIC, THINGS HAVE CHANGED WHILE YOU'VE BEEN AWAY!
BUDDY, IF YOU KNEW ME BETTER YOU'D KNOW THAT I WAS NEVER CAREFUL!

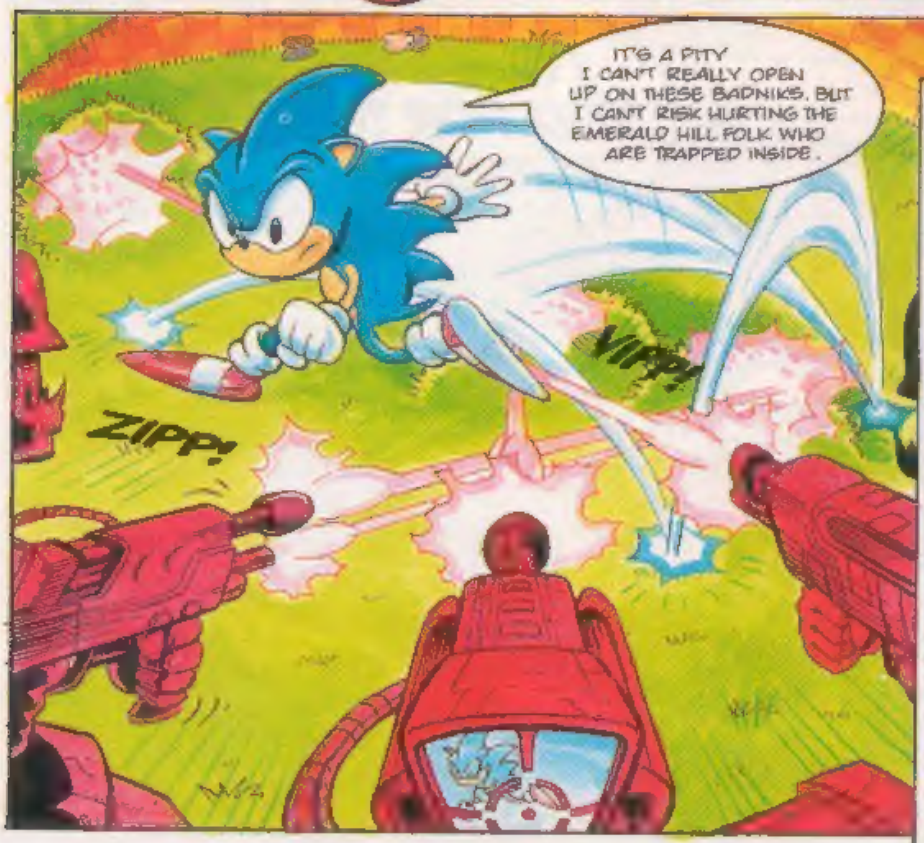

THERE, YOU SEE WHAT I MEAN ?
I...I DON'T BELIEVE IT!
I'LL GET YOU FOR THIS, ROBOTNIK!
YOUR GLORIOUS LEADER
GUESS
ROBOTNIK IS WATCHING
ROBOTNIK
OUT
YOU


IN THE VILLAGE.
YOU! MY DATABASE INFORMS ME YOU SHOULD HAVE REPORTED TO THE CHEMICAL PLANT WORK DETAIL YESTERDAY!
I'M SORRY, BUT IT'S MY WIFE. YOU SEE...SHE'S BEEN ILL...

THE PENALTY FOR NON-COMPLIANCE WITH THE WORK ENTERPRISE SCHEME IS DEATH!
THE PENALTY FOR DOING ANYTHING AROUND HERE IS DEATH.

DR ROBOTNIK IS HARSH BUT FAIR.
WELL OKAY, MAYBE THEY'RE NOT FAIR BUT WE LIKE THEM!


NO DOUBT ABOUT IT, THESE NEW BADNIKS REALLY ARE TOUGH!
THUNK!


IT'S A PITY I CAN'T REALLY OPEN UP ON THESE BADNIKS, BUT I CAN'T RISK HURTING THE EMERALD HILL FOLK WHO ARE TRAPPED INSIDE.
ZIPP!
VIPP!

SONIC! IT'S ALL RIGHT! THESE SOLDIER BADNIKS ARE JUST ROBOTS— THERE'S NOBODY INSIDE!

WELL, ALL RIGHT! NOW YOU'RE TALKING!
KA-POW!
KRAAKK!
DON'T WORRY UGLY, I HAVEN'T FORGOTTEN ABOUT YOU...
KRASSH!
LISTEN UP, ROBOTNIK. I KNOW YOU CAN SEE ME.
YOU'VE GONE TOO FAR THIS TIME, YOU MANIAC. I'M GOING TO RID PLANET MOBIUS OF YOU...
...ONCE AND FOR ALL!
SO SOMEHOW YOU ESCAPED MY TRAP YOU EGGSASPERATING LITTLE SPIKEBALL! BUT YOU'RE TOO LATE THIS TIME!
WHILE MOBIUS WAS WITHOUT ITS NAUSEATING BLUE HERO, I TOOK OVER.
I CONTROL THE PLANET NOW! YOU'RE TOO LATE SONIC!
TOO LATE! HAHAHAHAHA HAHAHA!
CAN SONIC SURVIVE IN A WORLD RULED BY ROBOTNIK? FIND OUT NEXT ISSUE!

REVIEW Zone

Enter the zone that brings you the up-to-the-nanosecond reviews of all the new releases for the Sega games systems.

STC REVIEWERS THIS ISSUE: Tony Takoushi & David Gibbon.

MD Mega Drive | MCD Mega CD | MS Master System | GG Game Gear

STC Rating System

under 40% - Yawnsville
40 - 70% - Normalsville
70 - 80% - Fun City
80 - 90% - Big Time City
over 90% - Mega City!

ECCO THE DOLPHIN

game type: ARCADE
1 PLAYER
GG

Get ready for one of the biggest and best Game Gear conversions ever seen.

Ecco has been faithfully converted from the classic 16-bit Mega Drive original to the 8-bit Game Gear. From the moment you switch on and see the title screen you will realise just how good this game is!

The game has you controlling a dolphin called Ecco who is searching for his family and friends who have mysteriously disappeared.

You have close control of Ecco. You can make him swim, leap and turn, all in beautifully smooth animation. Leaps can vary in height depending on your speed. You can find out from other sea creatures just what has happened and they also give clues as to where Ecco should go and who he should seek out.

The lands (and seas!) you visit are all different and there is plenty of arcade action as well as puzzles to solve. It is all done in a non-threatening way and you soon find yourself being drawn into the plot and wanting to find out what happens next!

Because of the sheer size of the game there is a password option so you can stop the game and pick up from where you left off later.

Ecco caused quite a stir when it was originally released on the Mega Drive. The Game Gear and Master System versions will, undoubtedly, cause huge waves in the 8-bit world. - TT.

FAST FAX

PUBLISHER	PRICE
SEGA	£29.99

GRAPHICS 80
SOUND 80
PLAYABILITY 80

RAVES: Great conversion from the Mega Drive original

GRAVES: Controls can be tricky to pick up quickly

OVERALL 85%

JURASSIC PARK

game type: PLATFORM
1 PLAYER
GG

It's a monster of a movie - and an even more monstrous game! Sega has really gone to town with Jurassic Park and produced three different games for its consoles and handheld portable!

The Game Gear version of JP is uniquely different from the Mega Drive and Master System versions. In it you take the role of Grant and have to visit parts of the Island. You also have to fight your way through dozens of beastly beasts and take out the 'dinobossaurus' at the end of each stage.

The graphics are pretty mixed. Some are average, others are quite exceptional and the gameplay is quite deep. You can choose from three different weapons; gun, missiles and dynamite. There are other goodies to collect along the way with a medical box top up for energy and coins.

You can never kill the dinosaurs, you just get to stun them for a short time. The gameplay is varied with winged pterodactyls swooping in and other fast attacks from all around you. You can leap and fire your weapon but the layout of the five stages means you have to go slowly and really think about your moves.

Overall, Jurassic Park on the GG is a solid game with some great bosses to take out. - TT.

FAST FAX

PUBLISHER	PRICE
SEGA	£29.99

GRAPHICS 65
SOUND 60
PLAYABILITY 70

RAVES: Some great graphical touches

GRAVES: Action can get repetitive with car chase intro lacking impact

OVERALL 70%

HOME ALONE

[illegible] PLATFORM
1 PLAYER

[illegible] on the Master system [illegible] very different game from the Mega Drive original.

This version has you running [illegible] the house trying [illegible] the valuables before [illegible]

Life is never that easy, though. You also have to avoid the [illegible] criminals and try to deter them from [illegible] the goodies in the first [illegible]. You can shoot them, which [illegible] them for a while, leap over them and drop down between levels. To help you get around the house there is a chute that takes you from the upper levels to the lower, and there are doors you can nip into. There are plenty of options. You can check out the sound effects, [illegible] and difficulty levels at game [illegible].

The graphics are sharp, the [illegible] is fast and very addictive. [illegible] You coming back for more? [illegible] more [illegible] bossy parent. [illegible]

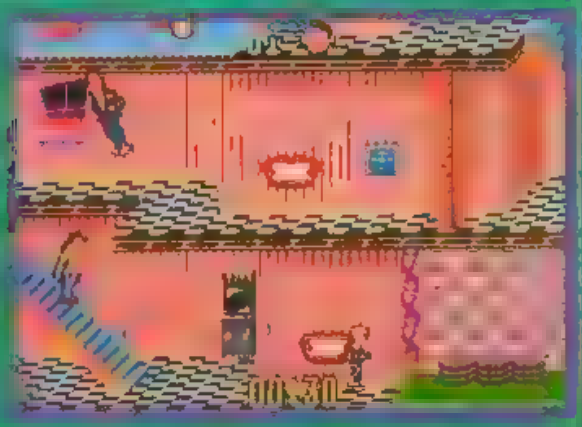
FAST FAX

GRAPHICS 70

SOUND 60

PLAYABILITY 80

75%



FANTASTIC DIZZY

[illegible] PLATFORM
1 PLAYER

With over three million copies sold on other [illegible] Dizzy is a very well-known egg. He has [illegible] appeared on nearly every [illegible] computer [illegible] magazine [illegible] set to change all that. Fantastic Dizzy the new adventure [illegible] egg [illegible]!

The evil wizard Zaks has cast a spell over Dizzy's homeland [illegible] and Dizzy [illegible] Dizzy [illegible] and restore peace and harmony to the egg world.

The game [illegible] objects and [illegible] them to solve [illegible] puzzles. [illegible] Dizzy and Zaks [illegible]

[illegible] characters have [illegible] enough [illegible] the game with [illegible] Dizzy [illegible]

The game [illegible] the dungeons [illegible], a tree house and [illegible] underwater.

FAST FAX

GRAPHICS 87

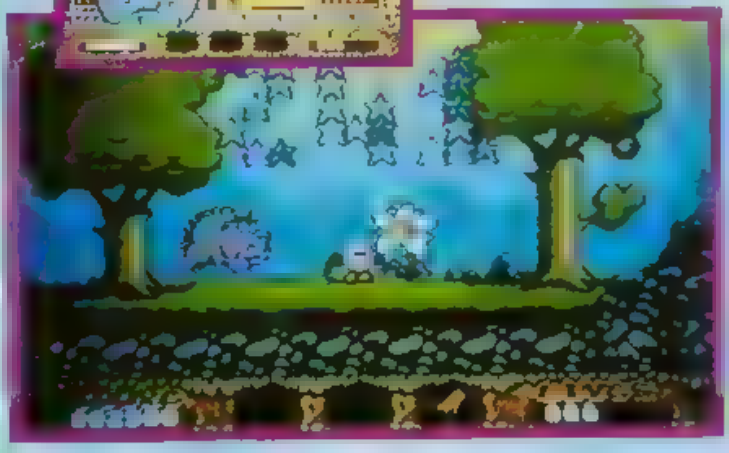
SOUND 84

PLAYABILITY 86

90%

Dizzy makes a few some changes [illegible] the game well enough [illegible] gamers who [illegible] mostly [illegible] Amiga [illegible] and the [illegible] must be used.

Fantastic Dizzy was a [illegible] on the Nintendo system and [illegible] on the Mega [illegible]



HI CASEY HERE AGAIN WEEKDAYS I'M A REGULAR SCHOOLKID WEEKENDS I PLAY SEGA GAMES BETTER THAN MOST RIGHT NOW I'M TRAPPED IN THE WILD SIDE ARCADE GAME I'VE BECOME RED STEALTH SAMURAI WARRIOR

PLEASE YOU'VE GOT TO HELP ME

FWRRARR!

OH YEAH THAT'S SHIZI USUALLY SHE'S THE GIRL OF MY DREAMS BUT JUST NOW SHE'S STARRING IN MY NIGHTMARE

LAST TIME I SAW HER SHE WAS BEING LEFT INTO THE WILD SIDE GAME UNIT BY A BIG BULLY FROM SCHOOL

LEAVE GIRL ALONE FIRE BREATH

RARRGH!

KID CHAMELEON

PART 1

WONDER WHAT HAPPENED TO HIM

QUICK GIRL JUMP WHILE FIRE BREATH'S HURT!

HEEE
DON'T WORRY G RL I CATCH YOU
MEANWHILE MY I MEAN, RED STEALTH'S BLOWS AGAINST THE CREATURE SEEMED TO HAVE AN UNEXPECTED EFFECT
WHIRR
I WAN THE T NNE ALONE
I ER NO MY NAME S SUZ I HAD A FRIEND WITH ME BRAD WE GOT SPLIT UP
ERE ARE MANY DANGERS N THIS REALM WE TOO MAY BE SEPARATED
ERE TAKE MY SWORD F ERE BREATH DEFEATS ME RUN FAST THROUGH TUNNEL TO ME AL TRANSPORT
B BUT WON'T YOU NEED
SAMURA WARRIOR HAS MANY WEAPONS AT HIS COMMAND
AS RED STEALTH I'M AN INSTAN BLACK BELT IN A DOZEN MART AL ARTS
B BE CAREFUL
PITY THAT THE CREATURE LOOKS LIKE IT KNOWS A SE K THEM
AVAAH
STUPID STEL RAPPED BY A CREATURE WITH A BRAIN THE SIZE OF A WALNUT HOPE SUZI HAD THE SENSE TO GET THE HECK OUT OF HERE

WHIPP!
CHOKKK!
GRRRRRGGGH
HUH? RE BREATH A DEAD BY MY SWORD!

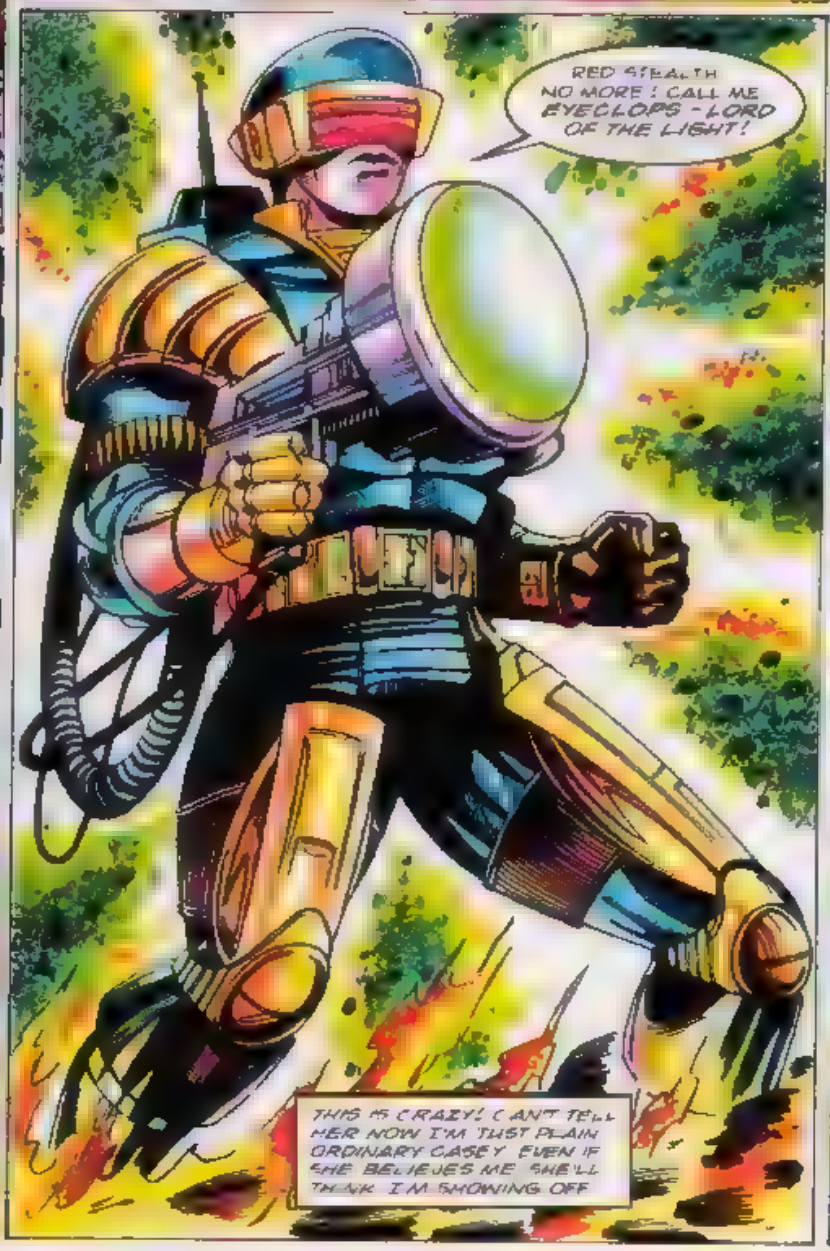
I COULDN'T JUST LEAVE YOU
RED STEALTH IS NO MORE! DEBT

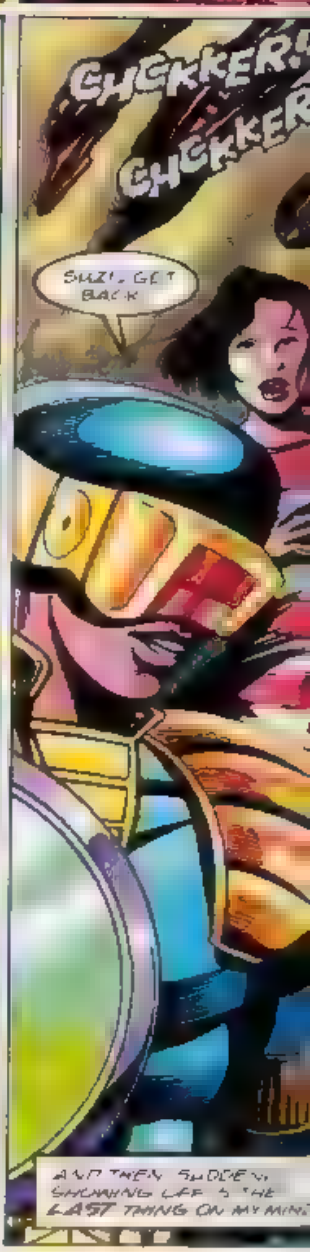
YOU'VE ALREADY RISKED YOURSELF TO SAVE ME. CALL IT QUITS
GIRL HAS HONOUR. IF SAMURA

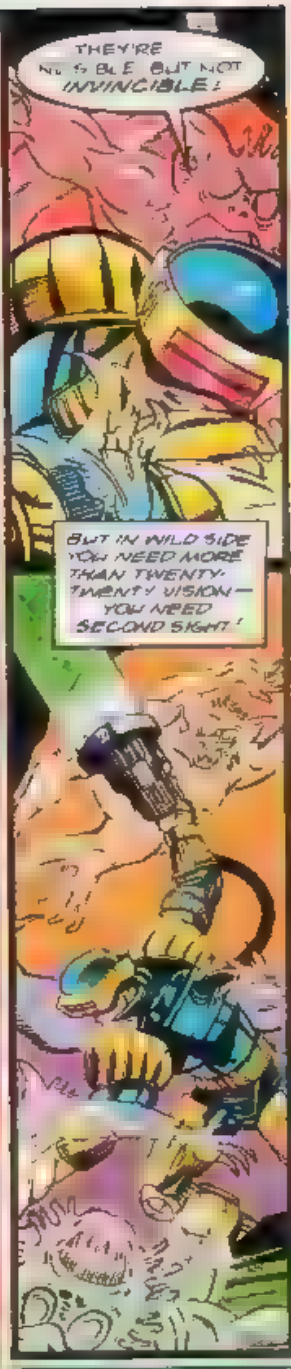
YOU'RE BRAVE. NOT LIKE BRAD HE RAN AWAY AT THE FIRST SIGN OF TROUBLE
I HAD TO ESCAPE THE PLANTATION ZONE ON MY OWN. I DON'T KNOW IF HE'S FREE OR STILL TRAPPED IN THE GAME
WELL, WHAT DO YOU KNOW? [illegible] HAPPEN!

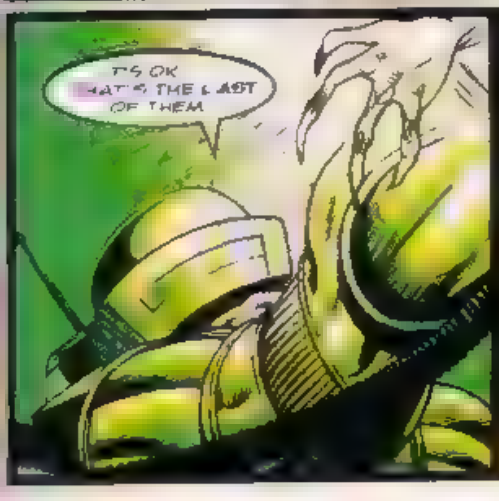
I FIGURE THERE'S NO BETTER TIME TO TELL SUZI WHO HER MASKED PROTECTOR REALLY IS
RED STEALTH TOO HAS TALE TO TELL. HE IS NO REGULAR SAMURAI ENTERED WILD SIDE LIKE YOU THROUGH GAME UNIT

BUT STRANGE VOICE CALLED TO HIM. CALLED HIM CHAMELEON!
OOPS! DIDN'T MEAN TO SAY THAT
RED STEALTH WHAT'S HAPPENING


RED STEALTH NO MORE! CALL ME EYECLOPS - LORD OF THE LIGHT!
THIS IS CRAZY! CAN'T TELL HER NOW. I'M JUST PLAIN ORDINARY CASEY. EVEN IF SHE BELIEVES ME SHE'LL THINK I'M SHOWING OFF

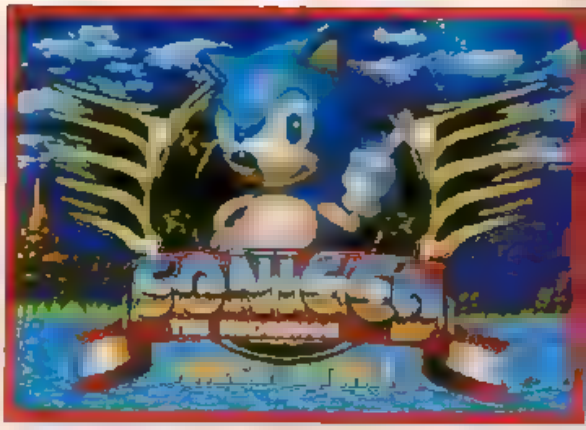

CHCKKER!
CHCKKER
SUZI, GET BACK
AND THEN SUDDENLY SHOWING OFF IS THE LAST THING ON MY MIND





NEXT ISSUE STOLEN BY THE SEWER MEN!

NEWS Zone



SONIC CD: THE PREVIEW

CD Sonic sizzles with new zones, new features, new action

With the imminent arrival of **Sonic CD**, Sonic's first Mega CD outing, STC asked Mega-Sonic buff Tony Takoushi (author of the Complete Guide to Sonic 2, but we've mean, onad that before!) to give you an exclusive first glimpse of the game. Check this one out, Boomers - it's going to be hot!

OPENING MOVES

Sonic CD has a special animated sequence at the start of the game that lasts for around two minutes and it sets the scene for the game.

You get to see Sonic at play, running at blinding speeds and doing all sorts of acrobatic jumps and manoeuvres.

Linked to Sonic's planet by an enormous chain is another world. Sonic soon realises that something is wrong as his planet starts to break up and he heads out on the chain and speeds along to the planet that is breaking away. Boulders come at him but nothing stops Sonic! He leaps, he rams, he rolls on through anything in his way to reach the planet breaking away.

The whole sequence is breathtaking, with Sonic sizzling away across the planet and some way-hip funky rap music in the background!

This sequence has some the most incredible Sonic action you will ever see and really gets you in the mood for the battle ahead.

THE STORY

Sonic CD has an amazing storyline. Rather than spoil all the surprises for you, I just give you just a taste of what to expect.

Robotnik has been busy again and has discovered a way to travel through time. He has set traps for Sonic, who, he is determined, will never have a future to see.

You have to help Sonic complete each zone in 10 minutes or less or you lose a life.

The overall aim is to beat that rotten egg Robotnik. You have to trave through zones taking out the baddies and collecting rings and other power-ups hidden away in TVs.

You have the same styles of attack with Dash Attack and leaps. There are position markers around the courses to help you restart if you lose a life.

As you work your way through each course you will see signposts with Past or Future on them. Touching them sets up a warp scene that sends you to the relevant time era, but only if you can build up to the right speed.

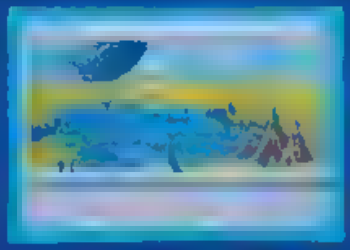
In each zone you have to battle past the nasties around the tricky courses and try to reach the end of the stage marker.

This may sound very familiar, but the sheer size, variety of nasties and masses of new touches and moves to learn, mean you will be looking in every nook and cranny to see what new twists the Sonic CD team have packed in.

NEW FACES

There are plenty of new characters to contend with. Amy is a cute pink female hedgehog (see *News Zone*, STC 5) who makes her feelings for Sonic very obvious. However Sonic is one cool dude and is not impressed with such displays.

Robotnik has also created an evil version of Sonic, called Metal Sonic (see *News Zone*, STC 8). Robotnik uses him to do his dirty work and kidnap Amy. Sonic does not take at all kindly to this type of behaviour!



WIN OR LOSE

[illegible] of the game, Sega have taken [illegible] the poor player and provide a Save feature so you [illegible] continue from the last zone you played in.

Believe me, you're going to need it.

If you manage to complete the game and find certain items along the way, then you get to see a really spectacular end sequence. (When I saw it my jaw just hit the ground.)

If you fail, then there are other possible endings but none that can touch the winning ending.

Sonic CD has a real [illegible] to it. I am a confirmed Sonic fan and Sonic CD had me coming back for more and more. It's that addictive and playable.

If ever there is a must have Mega CD game - this is the one.

BONUS ROUNDS

The Mega CD [illegible] hardware really come into play when it comes to the spectacular bonus rounds.

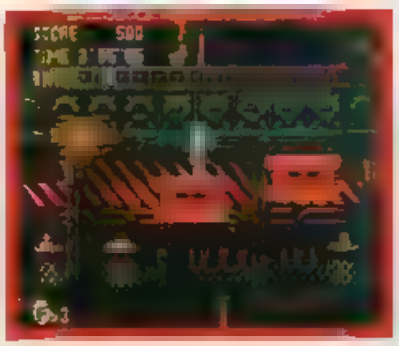
These have you running along a 3D track, racing against the clock and other hazards. You have to take out aliens around you by leaping up and ramming them. They then release goodies like speed-ups and rings.

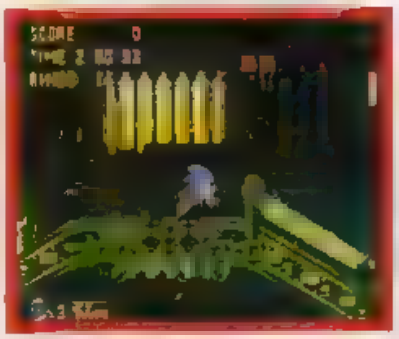
The course is littered with perils, like enormous fans that blow you up and out of control, water pits, vicious steel claws that grab your leg and steal your rings, and more.

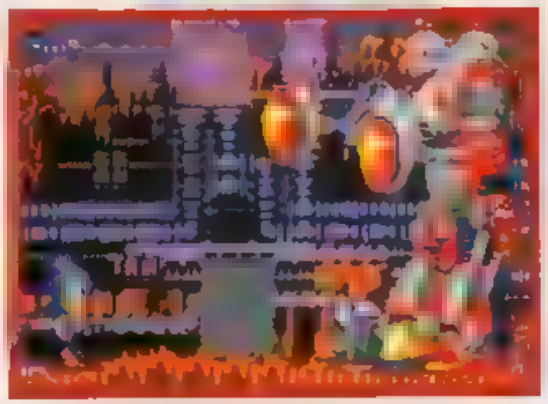
You also have to try and find a [illegible]. Ah, but that would be telling.

The bonus round is a fast and furious challenge for even the most experienced Sonic player. The track whizzes around you and there are plenty of short cuts to be had if you have the nerve.

This is really very different from any Sonic stage you will have played before and the graphics, sound and sheer thrills will have you gasping for breath!







News Extra follows Streets of Rage

STREETS OF RAGE
Part 3
CORRUPT POLICE FORCE
TO BRING JUSTICE TO
NOMEN DONT LIVE LONG
IN THE FACE OF
MEET MAX HATCHET
HIS BEST FRIEND AXEL WAS
BEATEN TO A PULP
BY SOME CORRUPT
COPS IN HIS OWN

NINJAS!

EVERY SENSE SHARPENED TO REACTION

EVERY MUSCLE A COILED SPRING

CHKK!

CHKK!

REFLEXES ASTONISHINGLY SHARPENED TO ATTENTION

HIS MIND RACES ASSESSING THE SITUATION

THREE OF THEM BUT WHERE WERE THE FOURTH?

WHERE IS THE FOURTH IN THE ASSASSIN?

BEHIND HIM!

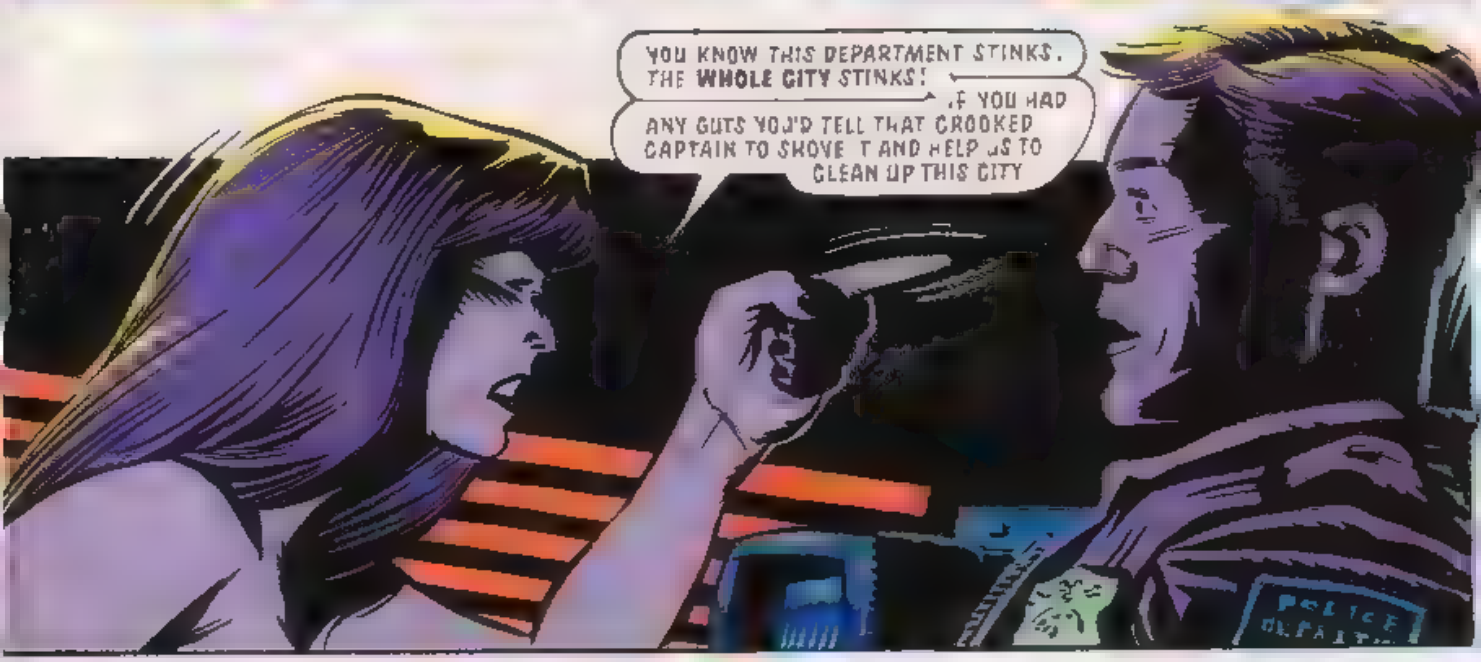
TOO LATE!

AAAK!

OUR MISSION HAS BEEN SUCCESSFUL

TAKE IT EASY, BLAZE. YOU'RE NOT ALONE. YOU M GHT HAVE QUIT THE FORCE BUT THERE'S ST LL A FEW GOOD COPS LEFT
A FEW GUYS WHO STILL CARE ABOUT YOU

DON'T GIVE ME THAT CRUD, MURPHY!


YOU KNOW THIS DEPARTMENT STINKS. THE WHOLE CITY STINKS!
IF YOU HAD ANY GUTS YOU'D TELL THAT CROOKED CAPTAIN TO SHOVE IT AND HELP US TO CLEAN UP THIS CITY

IT'S NOT THAT SIMPLE, BLAZE
I'D LIKE TO HELP. BUT I CAN'T GIVE UP MY JOB I'VE GOT A WIFE AND CHILD TO THINK ABOUT

HERE. TAKE THIS, BLAZE. MAYBE I CAN'T JOIN YOU, BUT I CAN HELP IF YOU'RE EVER IN TROUBLE
JUST PRESS THE BUTTON AND I'LL COME RUNNING WITH GUNS BLAZING

YEAH RIGHT
THANKS A BUNCH

WAKE UP, MAXIE-BOY! THE NINJAS ONLY DRUGGED YOU, OLD FRIEND
WE NEED YOU ALIVE IF WE'RE GONNA HAVE SOME FUN WITH YOU.
UNIT 7
UNIT 7
HAWK!
PLEASED TO SEE ME, HUH? WELL, IT'S BEEN A LONG TIME, MAXIE-BOY
IT'S BEEN ALMOST FIVE YEARS SINCE YOU BUSTED ME FOR POLICE CORRUPTION
ALMOST FIVE YEARS SINCE YOU HAD YOUR OLD PARTNER KICKED OFF THE FORCE
HEARD YOU RAN OFF TO SOUTH AMERICA, HAWK. SHOULD HAVE KNOWN YOUR CROOKED BUDDIES WOULD SET YOU UP IN THE DRUGS TRADE
BRAVE WORDS FOR A MAN WITH A GUN POINTED AT HIS HEAD, MAX. I'D BE CAREFUL IF I WERE YOU
DEAD
BLOOD AXE

NEWS EXTRA!

GOLDEN AXE III GONE?

New characters put on ice

Following our preview of the new characters appearing in the upcoming **Golden Axe III** (News Zone, STC 6), it now seems that UK gamers may not get to see them after all.

Sega Europe have put 'on ice' plans to release **Golden Axe III** to the UK market. No indication has been made as to when – or if – this game will appear. It is likely, however, that GA3 will be released in the US and Japanese markets and so be available as an import game, but nothing is certain as we go to press.

What, then, is the fate of Falcon Man, Cragger, Burn, Glinder and Cronus? Your guess is as good as ours. One thing is for sure: Ax-Battler, Gilius and Tyris will be back in a new series of **The Legend of The Golden Axe** in STC very soon!

SURFIN' SONIC

Sega sponsors major surfing championship

Seems you can't watch a major sporting event these days without Sonic or the Sega logo popping up. First there was the 1992 European Football Championship; this year Sega are sponsoring the Williams Formula One Grand Prix team, and now – surfing!

Earlier this month the **Sega Quiksilver Surfmaster Championship** was held in Biarritz, France and both Sonic and Sega were there to hang five with 44 of the world's top surfers. People like two-time world champion and surfing legend Tom Carroll, who will be competing for the $100,000 prize money and world champ cash point tour points.

The expected crowds of up to 50,000 people were able to watch the surfing action on a giant beach-side TV screen, provided by Sega. Not unexpectedly, more than a few Mega Drives were on hand so that the crowds could play such cool surfing games as **Greendog, California Games** and the mega-hot **Cool Spot**.

Guess you could say a tubular time was had by all.

WHAT A WONDERFUL WORLD!

Bournemouth hosts new Sega gaming experience

The traditional image of games centres as dark, sinister places was blown away last month with the opening of the first **Sega World** games centre in Bournemouth.

Designed to be bright, colourful and accessible to the whole family, **Sega World** is also packed with the state of the art in arcade video gaming. Visitors can experience a multitude of gaming thrills from the AS-1 flight simulator (see News Zone, STC 4) to the more manual skills of ten pin bowling.

Sega World is organised around a number of special zones:

THE DRIVING EDGE: Featuring the R-360 flight simulator that spins its pilot through 360 degrees. Virtua Racing, the breakneck motor racing game coming soon to the Mega Drive and Outrunners, a racing game for up to eight people.

The Driving Edge – Sega World, Bournemouth

THE AS-1: Sega's amazing new eight-person flight simulator. Due to arrive in Bournemouth this Autumn.

ZAP ATTACK: Featuring Title Fight, the latest in arcade boxing games, and Mad Dog McCree, the brilliant Wild West game with live-action video sequences.

SONIC STRIKE: Eight fully-automated bowling lanes, utilising the latest in bowling technology.

THE LOWDOWN: A unique insight into the future of electronic games, including arcade games with 'see through' cabinets so you can see how a video game actually works.

Other zones include The Dub Bin for karaoke fans, Joe Jam's Gang amusements for the under-5's, Amazone, a play area for kids and the Mega Byte, refreshments for hard-playing gamesters, provided by Burger King.

Sega World Bournemouth is the flagship for a whole line of Sega game centres opening around the UK in the coming months. The next one is scheduled to open in Colindale, North London later this year.

Keep an eye out for news of one opening in your area. Boomers!

Q Zone

Q&A special

Welcome to Q Zone's second Q&A Special. Once again STC's Games Guru, David Gibbon, has been dusted off and wheeled out to deal with the deluge of questions you've been sending to the Q Zone. Keep them coming - he needs the exercise.

Mega Drive

MD

SONIC THE HEDGEHOG

Q I am a great fan of Sonic but just can't defeat Dr Robotnik in the Final Zone of Sonic 1 on the Mega Drive. Please try and give me some advice?

DAN E... (NO ADDRESS SUPPLIED).

A Still trying to defeat Robotnik in Sonic's first adventure? Well Gamesmaster [illegible] blowing the cobwebs off my dusty old cartridge for you. Luckily I have found the answer, so here goes.

Start by running to the right-hand side of the screen and wait. As soon as the bomb possessed by the ground Robotnik will come up in his machine. Jump onto him and then run to your far right. Then run back to your left and [illegible] where the bomb possessed will fall.

Run when you see a gap and start [illegible] have gone, then hammer a few jumps right. Again jump onto Robotnik and keep repeating this procedure to defeat him.

SONIC THE HEDGEHOG 2

Q I am stuck on the Death Egg Zone on the Mega Drive version of Sonic 2. When Robotnik gets into the large Robot and [illegible] his arms I can jump over them but they get me on the way back. Please help.

BEN BICKFORD, ST LEONARDS ON SEA, EAST SUSSEX

A Congratulations [illegible] Ben. Not many people can [illegible] as far as you have come in Sonic 2. You must be [illegible] a master of the game. The last screen [illegible] the one that most people [illegible] when completing the game, but I did manage to do it, and here's how.

When Dr Robotnik flies to the [illegible] of the extreme left. Wait until the [illegible] to your [illegible] very fast then jump [illegible] the end [illegible] extreme [illegible] right. When Robotnik lands he will bend his knees immediately jump up and hit his nose. Then run quickly to the far right and keep crouched down until after he fires his arms (don't jump over his arms). Repeat this process and you will complete the game.

TOE JAM & EARL

Q I am having great problems with Toe Jam & Earl on the Mega Drive. Do you have any help or cheats?

CATHY L NOLUP, GOBOWEN, SHROPSHIRE

A I cannot find any keypress cheats, Cathy, but I can give you some Game Genie codes and generally [illegible]

If you have a Game Genie type in ZZBADTZY to get rid of all the enemies, GC8AAYZT gives infinite lives and TD2AEA+6C2HACAN makes Toe Jam and Earl move twice as fast.

Finding the ship pieces can prove difficult. Here's the levels they can be found on: 2, 6, 10, 12, 15, 17, [illegible] 21, 23 and 25.

To get onto a secret level, on level 3 grab some wings and go to level one, go to the bottom left hand corner and then fall through the stand to reach this extra level.

At the end of the game you will be told to follow the road on Brick Road, instead explore the bottom right corner and top of the level.

MOONWALKER

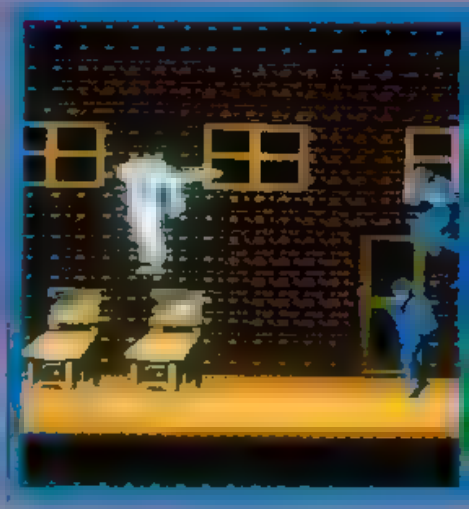
Q I have just borrowed Moonwalker on the Mega Drive and would like to know if a level select cheat exists for it.

JONATHAN GOWLAND, FRAMWELLGATE MOOR, DURHAM

A After a long search for you, Jonathan, I have found a level select and shooting stars cheat.

Level Select: Plug the joypad into port 2. Press up, left and A. Put the joypad back into port 1 and press Start. Select a one player game. Now use left and right to skip through the levels.

Shooting Stars: A certain child on each of the levels will cause a star to fly across the screen. If rescued, this will cause Michael Jackson to jump on a Robot for a few seconds. Watch the demo at the start for a clue of which child holds the star.



Master System

MS

CHUCK ROCK

Q [illegible] believe so do cheats for Chuck Rock on the Megadrive but can't make it work. What am I doing wrong?
JONATHAN LOWELL, CHESHAM, WORCESTER

A [illegible] really say what you are doing wrong Jonathan. However, [illegible] know the cheats [illegible] have found another way of getting the cheat.

Type in the word ABRACADABRA using the A, B and C buttons and Right and Down to get the A and [illegible] on the [illegible] screen where the cheat is placed. The [illegible] will stop [illegible] and smile at you. Now press Buttons A, B and C together the [illegible] smile again and this means the cheat is working.

Start playing the game. Press no [illegible] combination [illegible] you around the levels.

A and Up	Move forward one complete level
A and Right	Move forward one stage
A and Down	Go back one complete level
A and Left	Go back one stage

LOTUS TURBO CHALLENGE

Q Do you have any passwords for Lotus Turbo Challenge on the Vega? [illegible] have been [illegible] the game [illegible] help would be appreciated.
ALEX BUTLER, LANCASTER, CORNWALL

A S[illegible] games, Alex? Luckily I can give you a complete list of all the passwords and two cheats as well.

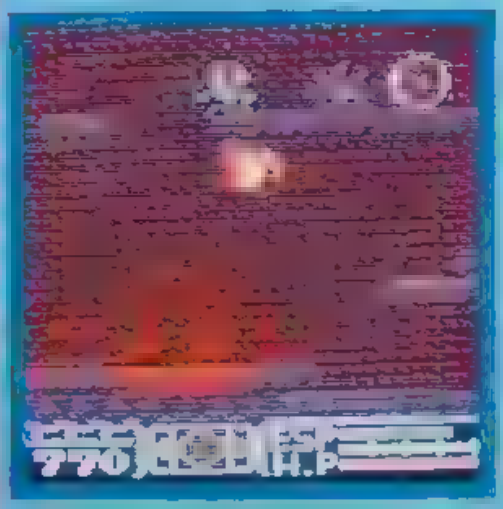
Level Two	SLEEPERS
Level Three	HERBERT
Level Four	BUSINESS
Level Five	APPLE PIE
Level Six	STAND STILL
Level Seven	MALLOW
Level Eight	TEACUP

If you type in VANSELLA and qualify every time and if you type in SLUGPACE you will go to [illegible]

THE NINJA

Q [illegible]

A [illegible]



SONIC THE HEDGEHOG 2 (AND GAME GEAR)

Q [illegible]

A [illegible]

ALEX KIDD IN MIRACLE WORLD

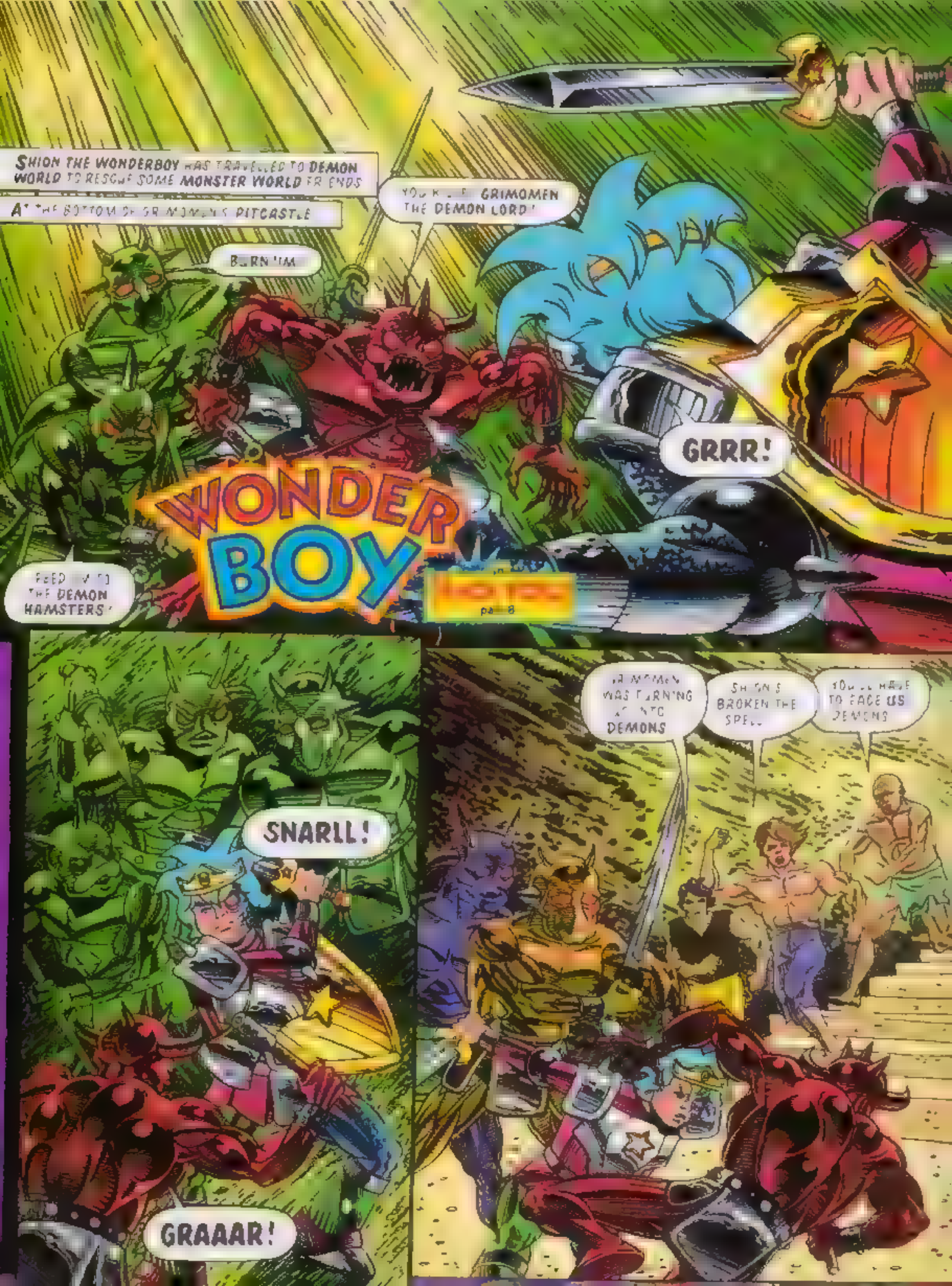
Q [illegible]
DAVID [illegible]

A [illegible]

Keep those questions and queries coming in to the Q Zone, Boomers. Help is always at hand.

OOPS!!!!

[illegible]


SHION THE WONDERBOY HAS TRAVELLED TO DEMON WORLD TO RESCUE SOME MONSTER WORLD FRIENDS
AT THE BOTTOM OF GRIMOMEN'S PITCASTLE
YOU KILL GRIMOMEN THE DEMON LORD!
BURN 'IM
GRRR!
WONDER BOY
in Wiz
Lizards
page 8
FEED 'IM TO THE DEMON HAMSTERS!
SNARLL!
GRAAAR!
GRIMOMEN WAS TURNING US INTO DEMONS
SHION'S BROKEN THE SPELL
YOU'LL HAVE TO FACE US DEMONS

YAARR!
FREE TH
CRARK WE
SEE 'R MOMENT
LIKE NO MORE
AND ANCIENT
NEVERMORE
DO SHUT UP
RAVEN
CHEER

FREE THE VILLAGERS AND TAKE THEM TO THE DIMENSIONAL PORTAL.
SHION! THANK THE GODS!
THEM DEMONS. THEY WUZ 'ORRIBLE! WORSE 'N 'ORRIBLE!
WE GOTTA MOVE QUICKLY. BEFORE THE DEMONS REALISE WHAT'S HAPPENING.
THE PORTAL'S THIS WAY.
EVERYTHIN' ALL RIGHT OUT THERE, DRUM?
IN GRIMOMEN WE TRUST...

THE BUILDING CONTAINING THE DIMENSIONAL PORTAL WHICH LEADS BACK TO MONSTER WORLD.
PAPERS. GET YOUR PAPERS READY.
NO ONE LEAVES DEMON WORLD WITHOUT THE CORRECT TRAVEL VISAS...
...IN TRIPLICATE.
SO... ARE OUR PAPERS IN ORDER?
YES, SIR. ULP. YOUR PAPERS SEEM TO BE IN ORDER.
WHEREABOUTS IN MONSTER WORLD WOULD YOU LIKE THE DIMENSIONAL PORTAL TO DELIVER YOU, SIR?
HOME. WE'RE HOME.
NEVER THOUGHT I'D LIVE TO SEE MONSTER WORLD AGAIN.
OLD KEVIN. WHO'RE ALL THESE PEOPLE?
I WENT TO THE QUEEN AT ALSEPO. LIKE YOU SAID, SHION... AND SHE SENT THESE 'ERE WORKMEN BACK TO FIX UP OUR VILLAGE.
SHION. I WAS LOOKING FOR YOU. I THOUGHT YOU MIGHT COME TO FISHERTON WITH ME...
AND STAY FOR A WHILE...
THANKS, BAILA. BUT THE WORKMEN TOLD ME ABOUT SOME GHOST TROUBLE IN THE SKYROCK MOUNTAINS. I THINK I COULD HELP.
I'M A FIGHTER AND A TRAVELLER...
...AND IT'S TIME TO MOVE ON.
THE END...for now!
COMING SOON: WONDER BOY IN GHOST WORLD!

SPEEDLINES

Dash off a letter, draw a quick sketch. In short, send off to Megadroid about anything you want to do with STC, Sega or the meaning of life as we know it!

Send your letters and drawings to: Speedlines, Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasational prize!

Megadroid regrets that drawings cannot be returned or correspondence answered.

Growing Pains

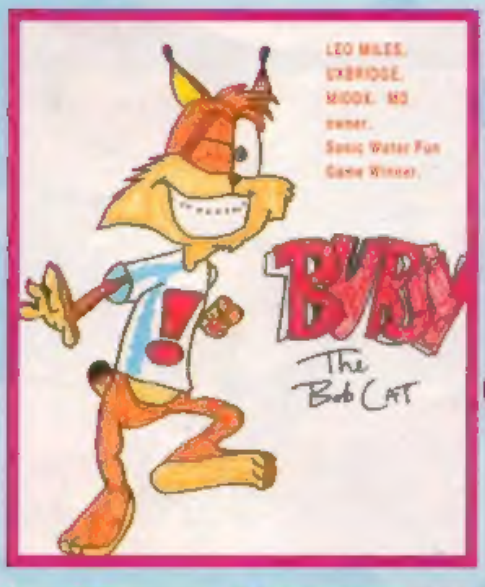
Dear STC,

My Grandpa reads each copy of STC to me and wants you to know that he likes Tyris-Flare of **Golden Axe** very much.

Yours supersegasonically,

Bobby Irving, Darvel, Ayrshire. MS owner. Sonic Water Fun Game Winner.

Don't worry, Bobby. I'm sure your Grandpa will grow out of it (the Tyris Flare 'crush,' that is.)



Telling Tails

Dear Miles 'Tails' Prower,

Why do you let Sonic boss you around? Why don't you stand up to him and say, "I'm not a little kid, and I don't want to be bossed around anymore".

Stephen Harper, Luton, Beds. MD owner. Sonic Water Fun Game Winner.

I'm afraid that Tails has declined to reply, Stephen, in case Sonic gets to hear about it.

Prickly-Hearted

Dear STC,

In the picture of Sonic with his girlfriend, Amy Rose, the expression on Sonic's face looked like he didn't want a girlfriend. And another thing - the picture stated that he is not too keen on Amy!

Long live STC.

Oliver Cass, Sunbury on Thames, Middx. Soon-to-be MD owner. Sonic Water Fun Game Winner.

What are you trying to say, Oliver? Could this be a fiendish plot to upset Amy and have her running into your arms instead. Never mind Sonic's primaeve, I think he's just playing it cool!

Costly Problem

Dear STC,

I am writing to your magazine about the way that Sega games are priced nearly £60 for a Mega Drive game. This is very expensive! I am only ten years old and get £1 pocket money a week - how can anyone expect me to be able to save £60? It takes me forever!

Surely if console games are aimed at children my age, they should bring prices down so we could buy them. If they were more affordable, more games could be sold and surely Sega would make a bigger profit.

I think STC is brilliant and the price is just right. I may not be able to buy a game regularly, but at least I can buy your magazine when it comes out. You have the right idea - let's hope Sega catch on!

Alex Fruen, Devizes, Wilts. MD & GG owner. Sonic Water Fun Game Winner.

What a clear-thinking chap you are, Alex. Ever thought of becoming a droid? How do other Boomers feel about this problem? Let us know.

Get in Print + Win a Prize!

It's true! Every letter and drawing printed on this page wins a Segasational prize! One of these fabulous **Tomy Sonic The Hedgehog Water Fun Games** can be yours. Fill it with water and pump the button to see if you can help Sonic catch all the power rings. It's challenging, it's portable, it's fun and it's wet!

The **Sonic Water Fun Game** is just part of a range of megatitious Sonic products from Tomy which can be bought at toy shops and department stores. If you have problems finding a stockist in your area phone the Tomy Care Line on 0703 872267.

NEXT ISSUE

FREDDY TAKES FRIGHT!
JASON TURNS TO JELLY!
PINHEAD GOES POP!

CHUCK D. HEAD IS COMING!

NEW!

DECAP ATTACK!

IT'S ALL A HORRIBLE JOKE!

PLUS! SONIC FACES THE POWER OF MEGATOX!

WITH! STREETS OF RAGE ★ KID CHAMELEON ★ AND LOTS MORE!

SONIC THE COMIC 10

ON SALE SATURDAY OCTOBER 2nd

95p*

*BARF BAGS EXTRA!

DATA STRIP

Fill in & send to:
Sonic The Comic,
25/31 Tavistock Place,
London WC1H 9SU

WHO ARE YOU?

Tell us your name, age & address.

NAME.....

ADDRESS.....

.....

.....

.....AGE.....

HOT-SHOTS ONLY!

Enter your high score or achievement here!

GAME.....

SCORE/ACHIEVEMENT

.....

.....

SYSTEM:- (please tick)

MD ☐ MS ☐ GG ☐ MCD ☐

GAME INTO STRIP

What SEGA game would you like to see as a STC strip in the future?

I THINK.....

.....

would make a great comic strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories in this issue in order of preference

1.....

2.....

3.....

HOW DO YOU RATE ISSUE 9 OF STC?

☐ %